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Subject: Re: Open Tunnle

Posted by [Aircraftkiller](#) on Sat, 12 May 2012 00:45:28 GMT

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Assholery aside, you need to learn the tools. Since you're already working with a basic copy of 3DS Max (That abomination of a modeling package that you're using right now), I'll let you know a few things that will help you.

First, I would recommend using the cut tool that's under the polygon subobject menu in your edit mesh window. Use that to cut out a hole for what you wish to turn into a cavern, passageway, etc... You can then use the extrude tool to push the geometry into itself and manipulate it.

Second, I would look into giving your "walls" more definition. Your mountains look like walls right now. I'm sure you're probably new to this, but don't be afraid to experiment with it Good 1 Driver.

/Just remember that I actually bother to help you even though you shit on the work I create  
//Unlike some people

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